

Amendments to the Specification

Please replace the paragraph on Page 20, lines 6 - 13, with the following marked-up replacement paragraph:

1
B

-- When control reaches Block 440, the worker thread has been allowed to service the connection to this host. The worker thread thus marks its associated flag as "in-use" in this host's HostRecord object, and processes work for the connection (Block 460). The processing of the connection's work occurs similarly to the prior art, with the limitation that the work must be partitioned in such a way that all state information resides in a connection object (or similar structure) which can be used to resume processing, and that this connection object is stateful. When the processing for the connection completes, the worker thread unmarks its in-use flag ~~(Block 460)~~ (Block 450). --

Please replace the paragraph that begins on Page 21, line 15 and carries over to Page 22, line 3 with the following marked-up replacement paragraph:

2
B

-- At Block 540, the current worker thread's time stamp value (referred to in Figs. 5 and 6 as "ThreadIterationTime") is subtracted from the current system time. If the result is greater than the value of BlockedTooLong, then processing continues to Block 560 where the supervisor thread attempts to recover the worker thread's connection. Otherwise, control transfers to Block 550. (As will be obvious, care should be taken when determining the value to use for "BlockedTooLong" to avoid inadvertently recovering threads from host connections which are merely experiencing temporary delays.) If the connection can be recovered, the supervisor thread requeues it onto the wide queue (as described above); otherwise, the supervisor thread closes the

B² connection. In this manner, the reliability and recoverability of the server application is
application are improved. --
